Experiment Design Working Group Meeting #2

8-10 June 2004

Admin Instructions

Agenda

- Facilities
- Schedule of events
- Deliverables

Admin Notes

- Facilities
  - Restrooms (heads for the naval types)
  - Snack bar
  - Soda Machines/Coffee Mess
- Internet access
- Phone/Messages
- Schedule of events
- Deliverables

MCCDC, Deathstar Map

Break Options

- Snack bar
  - First deck opposite end of building
- Phone
- Briefs to Mr. Sudbeck for loading on shared drive/display

Schedule for Conference

8 June

- 1015-1100 LtCol King—Cap Seminar Update and Guidance
- 1100-1015 Break
- 1115-1200 USMC Objectives—Tom Sudbeck
- 1200-1330 Lunch
- 1330-1430 Combatant Command and Other Service Objectives
  - Service Reps
- 1430-1445 Break
- 1445-1515 Technical Support Update—Maj Velasquez
- 1515-1630 Organizations/Units—Mr. Hibbert

Schedule cont'd

9 June

- 0800-0830 Organization for Execution—Tom Sudbeck
- 0830-1200 Game Design Planning—Tom Sudbeck
- 1200-1300 Lunch
- 1300-1500 Organization for Execution
- 1500-1530 POA&M Discussion
- 1530-1600 Outbrief Preparation

10 June

- 0900-1100 Outbrief/Discussion
- 1200-1230 SLS Planning—Mr. Calantropo

Deliverables—this Conference

- AWE Objectives
- Timeline for
  - Deliverables
  - Meetings
  - Conferences
  - Decisions